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WAR 2410™

Advanced Productions Inc.

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

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WAR 2410™

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MISSION OVERVIEW

In the year 2003, geneticists deciphered the code that unlocked the secrets of life. With this new technology, man decided to create the perfect soldier.

Something went wrong…

Three new life forms, intended to protect and serve, turned on their creators. Brutally savage ORCS, cybernetic androids called CROMES, and genetically-enhanced human soldiers, code named MARS, are now battling for world domination.

Powerful forces dedicated to restoring order have been secretly assembled. This army is now waiting for you to lead it to victory.

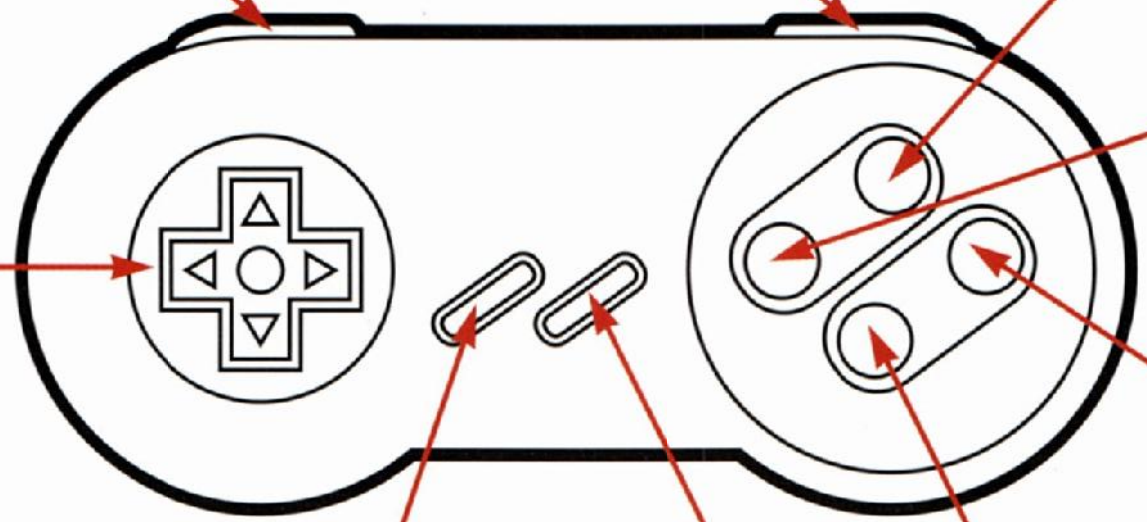
The fate of humanity is in your hands!

Good Luck!

Dr. James Morgan

Dr. James Morgan

CONTROLLER



LEFT BUTTON

Displays Production Factory.
(must be over armor plant)

RIGHT BUTTON

Speeds up the cursor.

X BUTTON

Fires the ***Super Weapon.***

Y BUTTON

Retrieves a troop from a transport.

CONTROL PAD

Controls the cursor movement.

A BUTTON

Battle Menu

SELECT

Displays ICON info.

START

Starts game.

B BUTTON

Cancels any menu choice or any movement. Displays radar.

RADAR SCREEN OPTIONS

while on the radar screen

press X to bring up UNIT STATUS
press SELECT to bring up OPTIONS

OPTIONS & PASSWORDS

OPTIONS

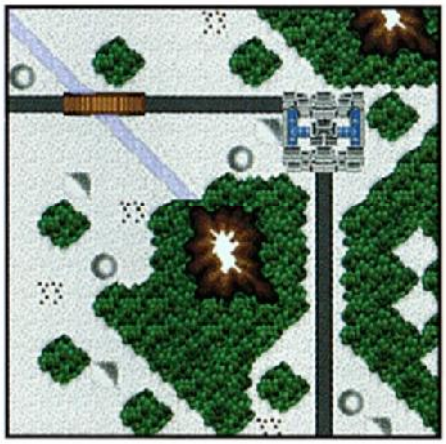
Using the CONTROL PAD, you may select an option by moving the hand icon to your choice and pressing the A-BUTTON.

PASSWORDS

At the completion of every mission, you will be given a PASSWORD. This password enables you to resume your game from the point at which you ended your last mission. To enter the password, go to the OPTION SCREEN and select PASSWORD. Using the CONTROL PAD, enter the password using the A-BUTTON. Select END when finished.

MAPS, INFORMATION & BATTLE BAR

MAPS



This screen is a partial overhead view of a particular scenario. The map is where you will strategically position your icons to defeat your enemies. There are 20 levels, each with increasing difficulty, icons, and strategy. Once you attack your enemy, the screen will enter battle mode, where you will view an automatic animated cinema.

INFORMATION

By maneuvering the cursor over any icon on the map screen and pressing SELECT, you will receive current INFORMATION on that particular piece. The information includes a detailed picture, name, energy bar, basic mobility and defense/attack strengths and weaknesses.

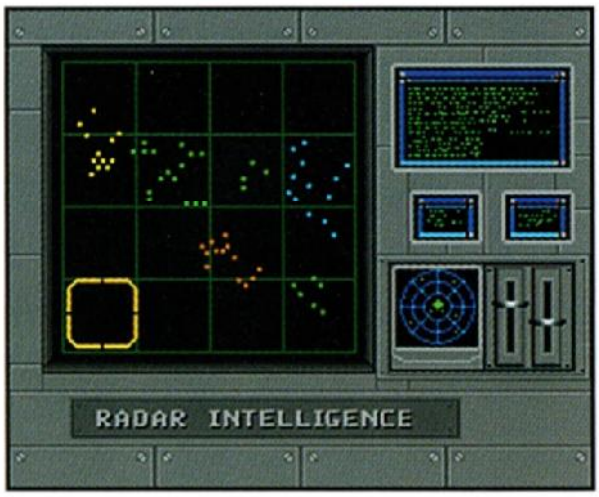
BATTLE BAR

By pressing the A-BUTTON on the controller, the BATTLE BAR is overlaid on top of the map screen. The BATTLE BAR gives you total control of your army. You are given 3 choices, and a display of the terrain effect. To select your choice, use the CONTROL PAD and press the A-BUTTON.

BATTLE	MOVE	END	TERRAIN EFFECT
to engage the enemy	positions your icons on the map	when you have finished your turn	percentage of defense assistance

RADAR AND STATUS

RADAR

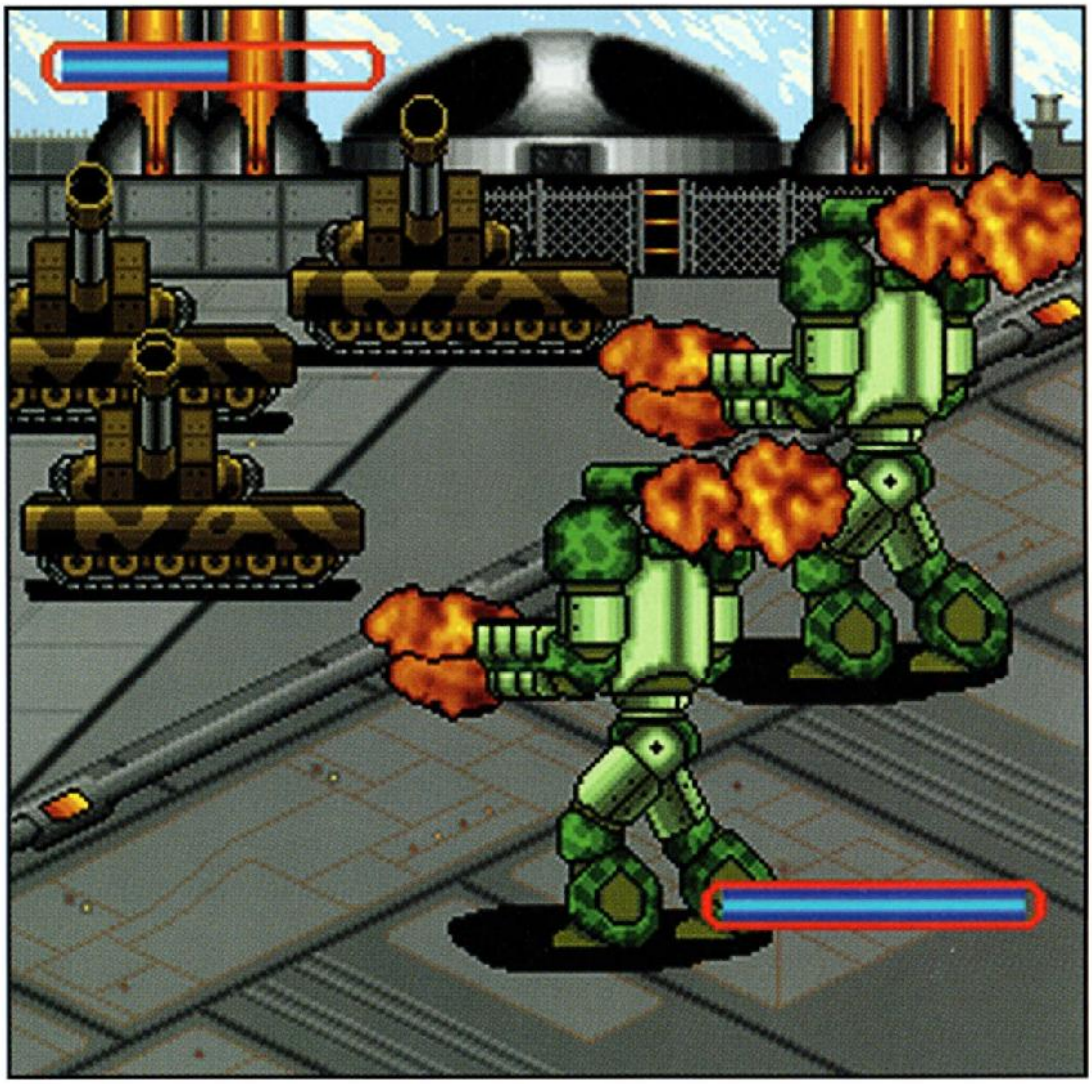


Using the Global Defense Alliance Satellite system, you will be able to see long-range radar information. Pressing the **B-BUTTON** on the controller displays the **RADAR SCREEN**. This screen displays every section of the map, revealing each icon and its location. Moving the cursor to a particular icon or section on the radar screen allows you to position yourself in that same location when returning to the map screen.

STATUS

Pressing the **X-BUTTON** while on the radar screen allows you to see the current **STATUS** of your armies, as well as those of the enemies. It will reveal the total number of troops survived and destroyed.

ANIMATION

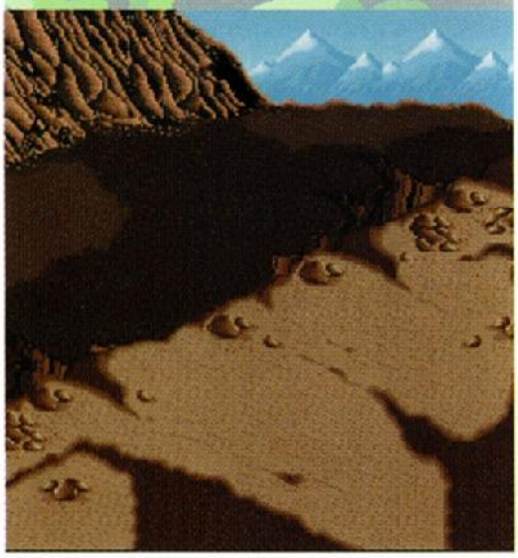


The ANIMATIONS will automatically display an epic battle each time there is a confrontation. The cinemas will show your icon (which will always be displayed on the bottom of the screen), as well as the enemy icon (which will always be on top). Also on this screen is an ENERGY BAR for each icon. The Energy Bar will show the amount of damage that each piece has sustained after each battle.

TERRAINS

The screen to the right is an example of the mountain terrain. Terrain enhances or hinders players' and enemies' movement and defense. There are 12 terrains on which you will battle. Listed below are all the terrains (and their defense ratings), as they would appear on the MAP screens.

MOUNTAIN TERRAIN

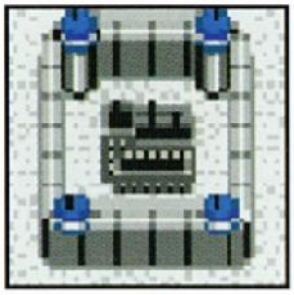


DEFENSE RATING CHART

N. NONE L. LOW M. MEDIUM
H. HIGH VH. VERY HIGH

CITY

ARMORY



BASE

ENERGY

MEDIUM

MOUNTAIN

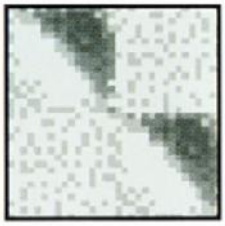
VH.

FOREST

M.

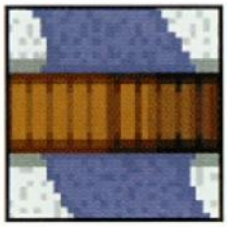
HILLS

M.



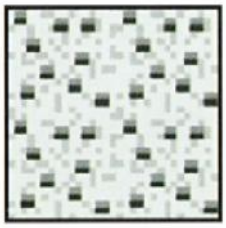
BRIDGE

N.



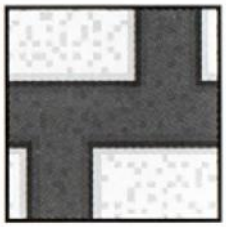
ROCKS

M.



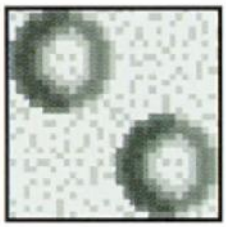
ROAD

N.



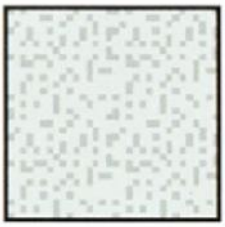
CRATER

L.



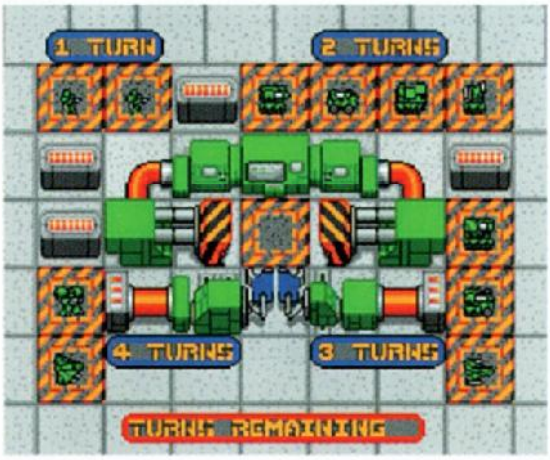
SAND

L.



PIECE PRODUCTION & OPTION "B"

PIECE PRODUCTION SYSTEM



This is the Production Factory. To start building pieces, you must have an armory, a city, and an energy plant in your possession. Once you own all three, place the cursor over the armory and press the LEFT-BUTTON on the controller. You may select a piece, using the CONTROL PAD, by moving the cursor over your selection and pressing the A-BUTTON.

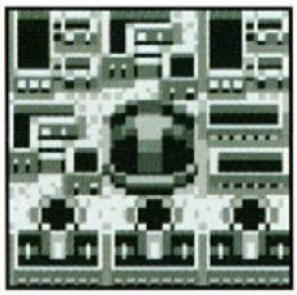
OPTION "B"

Option "B" allows both you and the computer to build pieces on any level *without* having possession of an armory, a city, and an energy plant. To use Option "B," go to the RADAR SCREEN and press SELECT to get to the OPTION SCREEN. While on the option screen, select OPTION "B" using the CONTROL PAD, and press the A-BUTTON to activate this option.

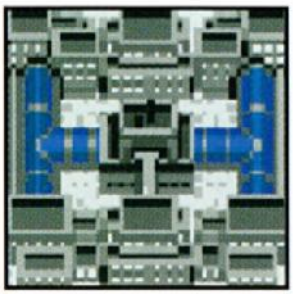
SUPER WEAPON & ICON REPLENISHING

AJV-68X DEFENSE SATELLITE

Hidden in 4 places is vital information that is necessary to activate the AJV-68x defense satellite. The four places you must occupy are:



ENERGY PLANT



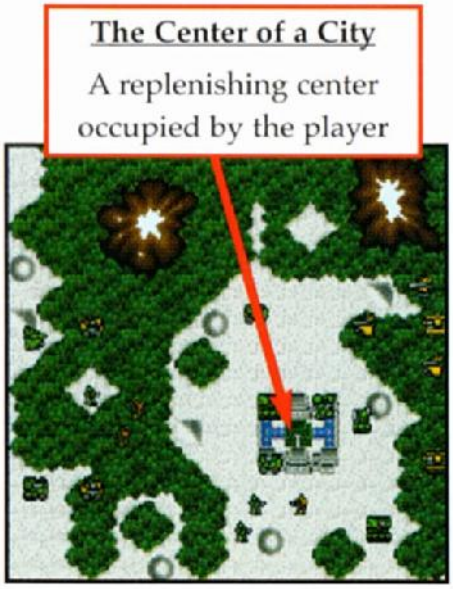
CITY

ARMORY

THE HIDDEN LAB

Once you occupy these places, the super weapon will automatically activate. This weapon takes four turns to charge fully (25% each turn). At full-charge, it completely destroys any of the opponent's piece that you target, even if that piece is at full strength. You do not have to wait until the weapon is fully charged to use, but it will not do maximum damage.

To use this weapon press the X-BUTTON on the control pad.



ICON REPLENISHING

When an icon occupies the center of a city, energy plant, armory or base, the icon will be recharged to full strength and the center will change to that army's corresponding color. For example, when your medium tank enters the center of a city, the center will change color from gray to green, signifying it now belongs to you and restoring the medium tank to maximum strength.

PLAYER ICONS

MCT-1001-P11 STORMBRINGER

TYPE: MAIN COMBAT TANK
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

ARMAMENT: 30MM XT-60A1 ASSAULT TURBO LASER CANNON
SINGLE 12MM VULCAN
STANDARD RADAR TRACKING SYSTEM

HAV-730-P95 DEVASTATOR

TYPE: HEAVY ARTILLERY VEHICLE
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 55MM CXT-720 SELF-PROPELLED ASSAULT
TURBO LASER CANNON
TWIN 24MM VULCANS S.R.T.S.
STANDARD RADAR TRACKING SYSTEM

LAV-7A1-P04 WILDCAT

TYPE: LIGHT ATTACK VEHICLE
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: 22MM BLASTER
360 VISUAL
TWIN 16 AUTO GUNS (2,000-2,800 ROUNDS)

TTP-113-P15 RAGE CAGE

TYPE: TERRAIN TROOP TRANSPORT
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: STANDARD TWIN LASER PULSE RIFLES

MMT-26J-P92 MEGADEATH

TYPE: ALL-TERRAIN MEDIUM TANK
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 40MM AX-220R HEAVY-ASSAULT TURBO CANNON
TWIN 16MM VULCANS
STANDARD RADAR TRACKING SYSTEM

INF-GT1-P08 BAD BOYZ

TYPE: INFANTRY
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

ARMAMENT: BIO-INSECTIC ALL-TERRAIN ARMOR
360 VISUAL (ALL SPECTRUMS)
12MM SEMI-AUTOMATIC PHOTON PARTICLE CANNON

COM-GT2-P08 OMEGA FORCE

TYPE: COMMANDOS
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

ARMAMENT: BIO-INSECTIC ALL-TERRAIN ARMOR
360 VISUAL (ALL SPECTRUMS)
TWIN 34MM AUTOMATIC NEUTRON CANNON (LOC-ON SIGHT)

AAE-6L3-P73 HAILSTORM

TYPE: ANTI-AIR MISSILES
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

ARMAMENT: 12 SURFACE-TO-AIR MISSILES (S.A.M.)
HOUSING: HZT-COATED COBALT
WARHEAD: QUANTUM TUNNELING DISRUPTOR

MC-33A-P07 EARTHQUAKE

TYPE: MECH
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

ARMAMENT: LEFT ARM: 41MM ZSX-01 CONCUSSION BLASTER
RIGHT ARM: 30MM IONIC GATLING GUN
20,000 ROUNDS
MISSILES: 6 S.A.M.S

FF69-P23 SKYRUNNER

TYPE: AIR DEFENSE FIGHTER
MOBILITY: VERY HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

ARMAMENT: 4 20MM T-320 PULSE CANNONS 800-1000 ROUNDS
4 3,000LB. ELECTRO-STATIC SHRAPNEL BOMBS

BM-17A-P68 THUNDER

TYPE: BOMBER
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

ARMAMENT: 4 32MM T-60 PULSE CANNONS 1,000-1,500 ROUNDS
12 6,200LB. LOC-ON TARGETING DISRUPTOR BOMBS

MARS ICONS

MCT-1001-H03 BIOHAZARD

TYPE: MAIN COMBAT TANK
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

ARMAMENT: 30MM XT-60A1 ASSAULT TURBO LASER CANNON
SINGLE 12MM VULCAN
STANDARD RADAR TRACKING SYSTEM

HAV-730-H15 DOOMSDAY

TYPE: HEAVY ARTILLERY VEHICLE
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 55MM CXT-720 SELF-PROPELLED ASSAULT
TURBO LASER CANNON
TWIN 24MM VULCANS S.R.T.S.
STANDARD RADAR TRACKING SYSTEM

LAV-7A2-H55 SCORPION

TYPE: LIGHT ATTACK VEHICLE
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: 22MM BLASTER
360 VISUAL
TWIN 16 AUTO GUNS (2,000-2,800 ROUNDS)

TTP-1113-H31 QUIET RIOT

TYPE: TERRAIN TROOP TRANSPORT
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: STANDARD TWIN LASER PULSE RIFLES

MMT-26K-H23 JACKYL

TYPE: ALL-TERRAIN MEDIUM TANK
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 40MM AX-220R HEAVY-ASSAULT TURBO CANNON
TWIN 16MM VULCANS
STANDARD RADAR TRACKING SYSTEM

INF-GT1A-H09 RAT PACK

TYPE: INFANTRY
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

ARMAMENT: BIO-INSECTIC ALL-TERRAIN ARMOR
360 VISUAL (ALL SPECTRUMS)
12MM SEMI-AUTOMATIC PHOTON PARTICLE CANNON

COM-GT2A-H09 WIDOWMAKER

TYPE: COMMANDOS
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

ARMAMENT: BIO-INSECTIC ALL-TERRAIN ARMOR
360 VISUAL (ALL SPECTRUMS)
TWIN 34MM AUTOMATIC NEUTRON CANNON (LOC-ON SIGHT)

AAE-6EX-H90 SHREDDER

TYPE: ANTI-AIR MISSILES
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

ARMAMENT: 12 SURFACE-TO-AIR MISSILES (S.A.M.)
HOUSING: HZT-COATED COBALT
WARHEAD: QUANTUM TUNNELING DISRUPTOR

MC-20X-H70 PILEDRIVER

TYPE: MECH
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

ARMAMENT: LEFT ARM: 41MM ZSX-01 CONCUSSION BLASTER
RIGHT ARM: 30MM IONIC GATLING GUN
20,000 ROUNDS
MISSILES: 6 S.A.M.S

FF-69ZX-H99 BLACKDRAGON

TYPE: AIR DEFENSE FIGHTER
MOBILITY: VERY HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

ARMAMENT: 4 20MM T-320 PULSE CANNONS 800-1000 ROUNDS
4 3,000LB. ELECTRO-STATIC SHRAPNEL BOMBS

BM-17C-H19 HELLSTORM

TYPE: BOMBER
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

ARMAMENT: 4 32MM T-60 PULSE CANNONS 1,000-1,500 ROUNDS
12 6,200LB. LOC-ON TARGETING DISRUPTOR BOMBS

ORC ICONS

MCT-010-B03 DEMON'S HEART

TYPE: MAIN COMBAT TANK

MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

ARMAMENT: 28MM 001-AA ASSAULT ROCKER CANNON
TWIN 12MM GATLING GUNS

HAV-210-B11 BLOODSTALKER

TYPE: HEAVY ARTILLERY VEHICLE

MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 44MM B2-350 ASSAULT LASER CANNON
TWIN 24MM GATLING BLASTERS

LAV-33-B63 HELLHOUND

TYPE: LIGHT ATTACK VEHICLE
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: 12MM BLASTERS
180 VISUAL
TWIN 12 AUTO GUNS (1,000-2,000)

TTP-21A-B02 ASYLUM

TYPE: TERRAIN TROOP TRANSPORT
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: STANDARD TWIN LASER PULSE RIFLES

MMT-36-B45 BRIMSTONE

TYPE: ALL-TERRAIN MEDIUM TANK
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 40MM OC-11A MEDIUM-ASSAULT TURBO CANNON

INF-333-B39 CARNAGE CREW

TYPE: INFANTRY
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

ARMAMENT: POLYMETAL ALLOY PLATE ARMOR
180 VISUAL (INFRA-RED)
12MM SEMI-AUTOMATIC IONIC BLASTERS

COM-666-B69 SOULSTEALERS

TYPE: COMMANDOS
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

ARMAMENT: TITANIUM PLATE ARMOR
220 VISUAL (ALL SPECTRUMS)
TWIN 32MM SEMI-AUTOMATIC IONIC CANNON

AAE-A03-B12 STRAIGHTRAZOR

TYPE: ANTI-AIR MISSILES
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

ARMAMENT: 12 SURFACE-TO-AIR MISSILES (S.A.M.)
HOUSING: 100% TITANIUM
WARHEAD: SHRAPNEL DISRUPTOR

MC-78A-B01 APOCALYPSE

TYPE: MECH
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

ARMAMENT: LEFT ARM: 30MM AC3-1 CONCUSSION BLASTER
RIGHT ARM: 22MM IONIC GATLING GUN
8,000 ROUND
MISSILES: 6 S.A.M.S

FF-87A-B41 HELLFIRE

TYPE: AIR DEFENSE FIGHTER
MOBILITY: VERY HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

ARMAMENT: 4 16MM XC-200 PULSE CANNONS 800 ROUNDS
4 2,000LB. SHRAPNEL BOMBS

BM-13A-B31 FLATLINER

TYPE: BOMBER
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

ARMAMENT: 4 24MM T-60 PULSE CANNONS 1,000 ROUNDS
12 5,000LB. DESTROYER BOMBS

CROME ICONS

MCT-001-C1 MAINFRAME

TYPE: MAIN COMBAT TANK
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

ARMAMENT: 32MM C1-X MATRIX DISRUPTOR CANNON
TWIN 20MM OMNI-DIRECTIONAL VULCANS

HAV-010-C15 MEGABYTE

TYPE: HEAVY ARTILLERY VEHICLE
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 62MM CC-2E ADAPTIVE MATRIX ELECTRO-STATIC CANNON
TWIN 30MM VENTED VULCANS
BIO-SPECTRAL TRACKING SYSTEM

LAV-013-C09 HOT-WIRED

TYPE: LIGHT ATTACK VEHICLE
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: 28MM DISPERSION CANNON
360 CARBON SCAN
TWIN 20MM SELF-TRACKING BLUE LASERS

TTP-000-C00 HARD DRIVE

TYPE: TERRAIN TROOP TRANSPORT
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

ARMAMENT: TWIN BIPOLAR LASER RIFLES

MMT-101-C03 STICKSHIFT

TYPE: ALL-TERRAIN MEDIUM TANK
MOBILITY: MEDIUM

DEFENSE:		ATTACK	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

ARMAMENT: 44MM C2A-01 CROSS-BRACED CANNON
TWIN 24MM LASER GATLING GUNS
ADVANCED TRACKING SYSTEM

INF-00E-C13 TINCANS

TYPE: INFANTRY
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

ARMAMENT: CYBERNETICALLY-ENGINEERED SOLDIER
360 VISUAL (BIO-SPECTRAL)
18MM SEMI-AUTOMATIC SUB-BLASTER
SHIELDING: LOW-LEVEL DAMPENING FIELD

COM-1EX-C10 LOGICS

TYPE: COMMANDOS
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

ARMAMENT: ENHANCED CYBERNETICALLY-ENGINEERED SOLDIER
360 VISUAL (BIO-SPECTRAL)
TWIN 40MM AUTOMATIC SUB-CANNON (AUTO-TARGETING)

AAM-111-C06 MATRIX

TYPE: ANTI-AIR MISSILES
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

ARMAMENT: 12 AUTO-TARGETING AIR DIFFRACTION S.A.M.S
HOUSING: POLYSYNTHETIC ALLOY
WARHEAD: AXIS-RESPONSE DISRUPTOR

MC-11X-C16 SHOCKWAVE

TYPE: MECH
MOBILITY: LOW

DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

ARMAMENT: LEFT ARM: 50MM 000-00 CONCUSSION BLASTER
RIGHT ARM: 40MM RESONANCE GATLING GUN
MISSILES: AIR DIFFRACTION MISSILES

FF-01A-C19 LASERSTREAK

TYPE: AIR DEFENSE FIGHTER
MOBILITY: VERY HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

ARMAMENT: 4 28MM EX-03 SUB-CROSSOVER CANNONS
4 5,000LB. BIO-HYBRID CONCUSSION BOMBS

BM-103-C17 SONIC BOOM

TYPE: BOMBER
MOBILITY: HIGH

DEFENSE:		ATTACK	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

ARMAMENT: 4 43MM X-0101 BIPOLAR CANNONS
12 7,000LB. AUTO-TARGETING DISRUPTOR BOMBS

MISSIONS

There are 20 missions in the game, with each level requiring increased skill. At the beginning of each mission you will receive a **MISSION BRIEF**. In each mission a **VICTORY CONDITION** must be accomplished before advancing to the next level. On the following pages are a summary of the levels, including mission breakdowns.

MISSIONS

LEVEL 1	
OPPONENT	ORCS
SCOUTING REPORT	PROVE YOUR COMMAND ABILITY
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 2	
OPPONENT	MARS
SCOUTING REPORT	COMBINED ARMS
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 3	
OPPONENT	CROMES
SCOUTING REPORT	COMBINED ARMS
VICTORY CONDITION	TOTAL DESTRUCTION OR OCCUPY BASE

LEVEL 4	
OPPONENT	CROMES
SCOUTING REPORT	WEAPONS PLANT DISCOVERED
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 5	
OPPONENT	ORCS
SCOUTING REPORT	TWO-SIDED ATTACK (LARGE TANKS WITH MIXED TROOPS)
VICTORY CONDITION	DESTROY ALL TROOPS

MISSIONS

LEVEL 6	
OPPONENT	MARS
SCOUTING REPORT	THERE ARE TWO BASES
VICTORY CONDITION	DESTROY TROOPS AND CAPTURE BASE

LEVEL 7	
OPPONENT	CROMES
SCOUTING REPORT	COMBINED ARMS
VICTORY CONDITION	OCCUPY BASE

LEVEL 8	
OPPONENT	CROMES
SCOUTING REPORT	NONE AVAILABLE
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 9	
OPPONENT	MARS
SCOUTING REPORT	SUSPECTED HIDDEN LAB
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 10	
OPPONENT	MARS AND ORCS
SCOUTING REPORT	ENEMIES SPOTTED
VICTORY CONDITION	TOTAL DESTRUCTION

MISSIONS

LEVEL 11	
OPPONENT	CROMES
SCOUTING REPORT	NONE AVAILABLE
VICTORY CONDITION	FIND AND CAPTURE BASE

LEVEL 12	
OPPONENT	MARS
SCOUTING REPORT	COMBINED ARMS
VICTORY CONDITION	TOTAL DESTRUCTION OR CAPTURE BASE

LEVEL 13	
OPPONENT	CROMES
SCOUTING REPORT	HEAVY AIR POWER
VICTORY CONDITION	TOTAL DESTRUCTION OR CAPTURE BASE

LEVEL 14	
OPPONENT	ORCS
SCOUTING REPORT	MASSIVE TANK BATTLE
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 15	
OPPONENT	ORCS AND CROMES
SCOUTING REPORT	NONE AVAILABLE
VICTORY CONDITION	CAPTURE BOTH BASES

MISSIONS

LEVEL 16	
OPPONENT	MARS
SCOUTING REPORT	ARMY OF MECS AND TROOPS
VICTORY CONDITION	CAPTURE BASE

LEVEL 17	
OPPONENT	CROMES
SCOUTING REPORT	YOU ARE SURROUNDED
VICTORY CONDITION	ESCAPE WITH INFORMATION

LEVEL 18	
OPPONENT	ORCS
SCOUTING REPORT	ADVANCING ARMY
VICTORY CONDITION	TOTAL DESTRUCTION OR CAPTURE BASE

LEVEL 19	
OPPONENT	ORCS AND MARS
SCOUTING REPORT	BLACKOUT
VICTORY CONDITION	TOTAL DESTRUCTION

LEVEL 20	
OPPONENT	FULL-SCALE WAR: ALL ARMIES BATTLE
SCOUTING REPORT	NONE AVAILABLE
VICTORY CONDITION	ANNIHILATE ALL ENEMIES

MEDALS & RANKS

This is the MEDALS display case. When you are given a medal it will appear in this case. Medals are given out during the game as you complete your missions.

As you conquer your enemies, the G.D.A will graduate you in RANK. The seven ranks are as follows:

LEVEL	RANK
2	Lieutenant
5	Captain
8	Major

LEVEL	RANK
11	Colonel
14	Brigadier General
18	Major General

LEVEL	RANK
20	? ? ? ? ?

HINTS & TIPS

Use weak pieces as diversions.

Don't spread your army too thin.

Long-range weapons are very effective.

At higher levels, protect your aircraft and anti-air pieces.

Use terrain effects to protect weaker pieces.

Pair up units that can complement each other.

WAR 2410™

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